

E3SM Communication and Support for E3SM Ecosystem Projects

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The growing E3SM ecosystem Projects that use E3SM model, data, or develop specific aspects of E3S

E3SM project

 Model development, simulation campaign, computational performance, infrastructure, data publication, research

Ecosystem project

- DOE BER ESMD Funded Projects
 - SFA, SciDAC, ECP, University Projects

Collaborators from External Projects

External Projects – non-collaborators



Projects can work on

- Model development for E3SM
- Analysis of E3SM data
- Running E3SM simulations for research

The E3SM Support Policies Open code, public data, limited support

- E3SM code is open development (https://github.com/E3SM-Project/)
- E3SM reserves the right to first publication from its data, hence
- Data is made available after first overview journal publication is submitted
- Data can be downloaded through: (https://e3sm.org/data/)
 - All Data: ESGF E3SM project space: in native format, on native grid and regridded to lon-lat,
 - Also accessible through Globus (https://esgf-node.llnl.gov/projects/e3sm/)
 - Subset: ESGF CMIP6 (subset of variables in CMIP6 format)
 - Subset: NERSC HPSS (world readable, native format)
- Simulation description, compsets, documentation available when data available
- Only production, main simulations are supported
- The only supported E3SM versions are:
 - maint-v1.0, maint-v1.1, maint-v1.2
- Supported machines: NERSC, Compy (internal Anvil)

Word of Caution

When running simulations make sure to start with "maint" branch



- Our code is constantly evolving and a work in progress
- The "master" branch (the head) is not stable code
- The "next" branch is not stable code
- Only versions that were used in main simulation campaigns are maintained and supported
- Please use
 - maint-1.0 Water Cycle Simulation Campaign (CMIP6 DECK simulations)
 - maint-1.1 Biogeochemical Cycles Simulation Campaign
 - maint-1.2 Cryosphere Simulation Campaign
- Detailed info on the E3SM Model and Development Guide
 - https://acme-climate.atlassian.net/wiki/spaces/DOC/

When working on code development make sure to have a POC from E3SM on the project



If you are planning on developing a piece of code for E3SM:

- 1) Coordinate early through the E3SM POC (Point Of Contact), so you understand
 - E3SM current and future code plans
 - E3SM interest and needs
- 2) Complete Code Review Process: Design Document, Verification, Validation, Performance
 - E3SM's new feature requirement
 - https://acme-climate.atlassian.net/wiki/spaces/DOC/pages/29754189/Code+Review+Process+Implementation
- 3) Adhere to coding standards
- 4) Pay attention to performance
- 5) Plan a lot of time for integration with E3SM
- 6) If you complied with all requirements and the E3SM project is willing to incorporate the code
 - make sure there is a developer available to work closely with E3SM to resolve any issues when coupling to the full code stack and testing

Due to project's limited resources - please realize that we cannot guarantee that we will incorporate the code

Want an early access to the data or simulation?

?

Please submit a collaboration request specifying

- What data/simulation/early access information/ you need
- What research you are planning to do
- Specify an E3SM POC
- Agree to collaborate and include the E3SM POC in your publication
- Simply fill in the doc at
 - https://e3sm.org/about/collaboration/collaboration_request/

Working with native E3SM data files?

Check tutorials on regridding data and available tools



Online Learning

E3SM Infrastructure team developed detailed instructions and online tutorials on

- How to regrid the cube sphere E3SM atmosphere model output to regular longitudelatitude (lon-lat) grid data
- How to regrid the cube sphere E3SM land model output to regular lon-lat grid data using sub-grid scale regridding, taking into account land fraction around coastal areas
- How to regrid E3SM's Model for Prediction Across Scales (MPAS) ocean and sea-ice unstructured Voronoi grid data to regular Ion-lat grid data.

https://e3sm.org/about/events/e3sm-tutorials/

Check also available diagnostics and analysis tools https://e3sm.org/resources/tools/

Where to find the information e3sm.org public website, one-stop shop for all project communication

One-stop shop

https://e3sm.org

The model

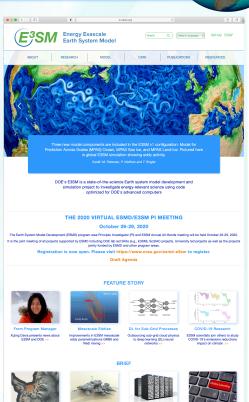
https://e3sm.org/model/running-e3sm/e3sm-quick-start/

The data

https://e3sm.org/data/

Simulation campaigns

https://e3sm.org/research/science-campaigns/v1-campaign/



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(subject line is ignored)

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From the Program Manager

As we are all settling into a new way of working, the ESSM team has been continuing to make good progress over past few months. The ESSM version 1 simulation campaign is nearly complete and the team is working hard toward finalizing version 2 of ESSM scheduled for this September. Read more.



Project News



Modeling Ocean Mesoscale Eddies

Learn why better modeling of mesocale eddies - the "weather" of the ocean - is important. Read more.



Outsourcing Sub-Grid Cloud Physics to Neural Networks

Modern machine learning methods provide interesting breakthrough potential for representing sub-grid processes in nextgeneration climate simulations. Read more.



E3SM Effort on COVID-19

E3SM, along with several other international Earth System Models, plans to quantify the effect of COVID-related emissions reductions on climate. Read more.



Scientific Visualization of E3SM's Cryosphere Campaign Simulations

The overarching goal of the Cryosphere Visualization Project is to use visualization to develop a better understanding of the land ice response to ocean forcing. Read more.

More in-depth development information public documentation on E3SM internal Confluence



- Recently we have enabled anonymous access to the very detailed documentation on E3SM Confluence
 - https://acme-climate.atlassian.net/wiki/spaces/DOC/
- Information available
 - Detailed Development Guide
 - Simulations Documentation
 - Coding Standards
 - Code Review Process
- Project plans, simulation campaigns, code versions v3/v4, data
 - https://e3sm.org



Thank You,

Questions?

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